# **ADC with STM32F0**

An ADC (Analog-To-Digital) converter is an electronic circuit that takes in an analog voltage as input and converts it into digital data. This value represents the voltage level in binary code. The ADC samples the analog input whenever you trigger it to start conversion. It performs a quantization process to decide on the voltage level and its binary code that gets pushed into the output register.

In this tutorial, we learn about the STM32 ADC Polling method.

### STM32 ADC Polling method:

It's the easiest way in code to perform an analog-to-digital conversion using the ADC on an analog input channel. However, it's not an efficient way in all cases as it's considered to be a blocking way of using the ADC. In this way, we start the A/D conversion and wait for the ADC until it completes the conversion so the CPU can resume processing the main code.

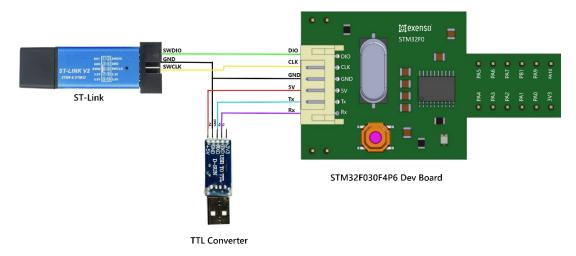
### **Components Required**

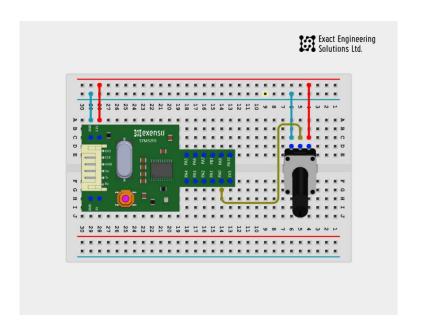
You will need the following components -

- 1 × Breadboard
- 1 × STM32F030F4P6
- 1× TTL Converter
- 1× 10KΩ potentiometer
- Some Jumper wire

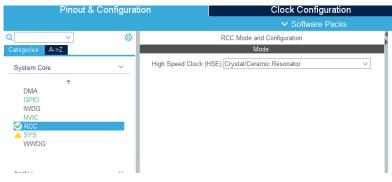
#### **Procedure**

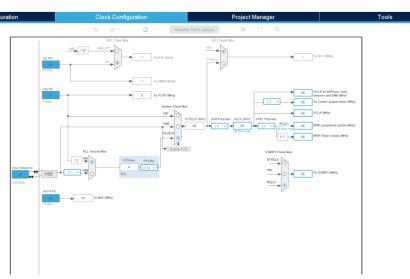
Follow the circuit diagram shown in the image given below.





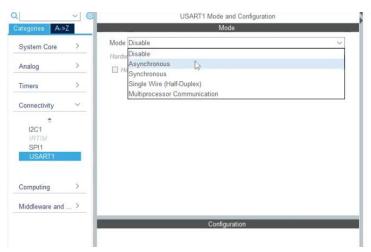
# **STM32F0** Pin Configuration:







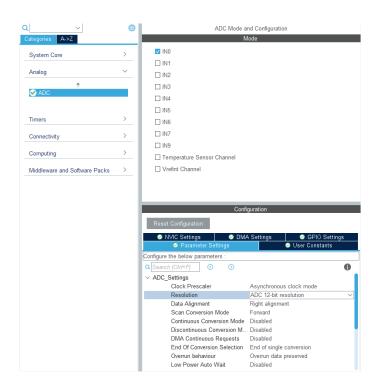


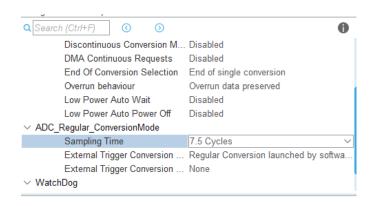


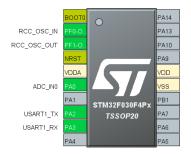












#### Code

```
ADC_HandleTypeDef hadc;
UART_HandleTypeDef huart1;
void SystemClock_Config(void);
static void MX_GPIO_Init(void);
static void MX_ADC_Init(void);
static void MX_USART1_UART_Init(void);
uint16_t ADCvalue = 0;  // Init int value
uint8_t adc_buff[4];
uint8_t next_line[20] ="\nADC value : "; // next line
int main(void)
 HAL_Init();
  SystemClock_Config();
  MX_GPIO_Init();
  MX_ADC_Init();
 MX_USART1_UART_Init();
  while (1)
      HAL_ADC_Start(&hadc);
      HAL_ADC_PollForConversion(&hadc,200);
      ADCvalue = HAL_ADC_GetValue(&hadc);
      int_to_str(ADCvalue,adc_buff);
      HAL_UART_Transmit(&huart1, next_line,strlen(next_line), 1000);
      HAL_UART_Transmit(&huart1, adc_buff, strlen(adc_buff), 1000);
     HAL_Delay(1000);
  }
```

## **Output:**

